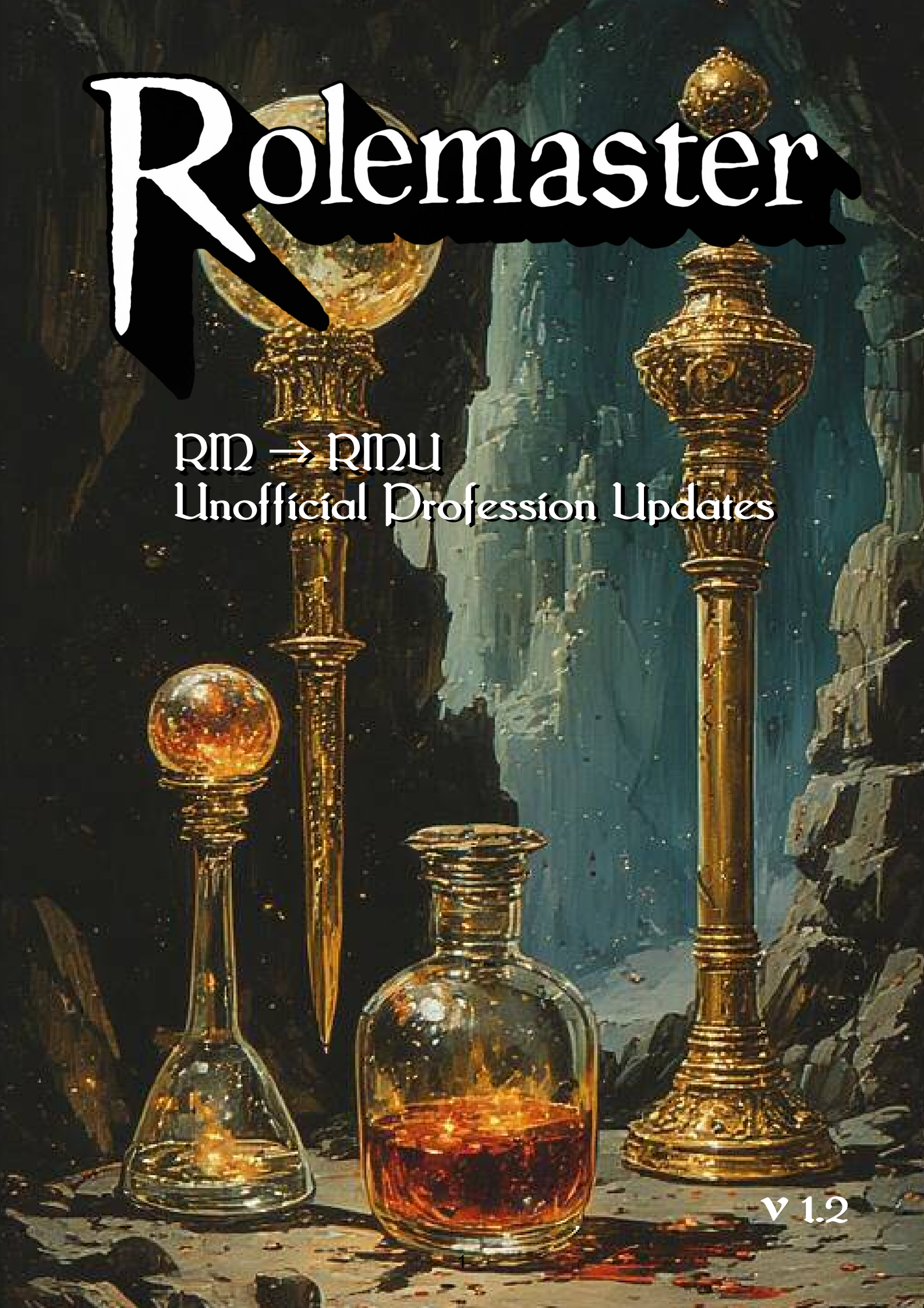
Rolemaster
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Contents

Professions (Original Source):

-Beastmaster (Rolemaster Companion 2)

-Burglar (Rolemaster Companion 1)

-Conjuror (Rolemaster Companion 2)

-Dervish (Rolemaster Companion 2)

-Forcemage (Rolemaster Companion 5)

-Monastic (Oriental Companion)

-Necromancer (Rolemaster Companion 2)

-Scholar (Rolemaster Companion 2)

-Warlock (Rolemaster Companion 2)

-Warrior Mage (Rolemaster Companion 2)

-Witch (Rolemaster Companion 2)

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Beastmaster

Rolemaster Companion 2

Semi Spell User · Essence

Prime requisites: Strength · Empathy

Variant: Arms / Mentalism — Strength and Presence

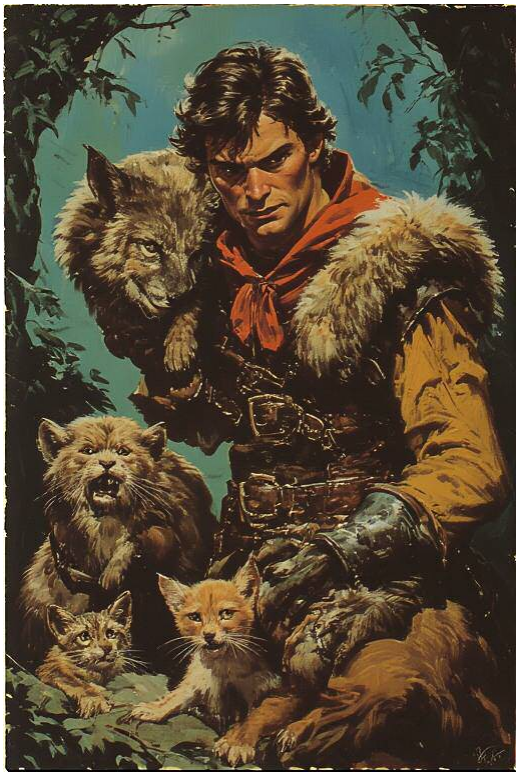
A semi-spell user who uses his affinity for animals to bind them to service. A deadly Arms combatant.

BASE LISTS

- Sense Enhancement
- Movement Enhancement
- Combat Enhancement
- Animal Bonding
- Animal Control
- Calm Spirits

PROFESSIONAL SKILLS (15)

Animal Handling	Riding
Perception	Tracking
Maneuvering in Armor	Body Development
Fortitude	Weight Training
Footwork	Melee Weapons
Ranged Weapons	Survival
Acrobatics	Creature Lore
Racial Lore	



SKILL DEVELOPMENT COSTS

Animal	**1/2**
Awareness	**2/3**
Battle Expertise	**3/5**
Body Discipline	**3/5**
Brawn	**2/4**
Combat Expertise	**3/5**
Combat Training	
Melee Weapons	3/4
Ranged Weapons	3/5
Shield	5/7
Unarmed	7/10
Composition	**5/7**
Crafting	**4/6**
Delving	**2/3**
Environmental	**2/3**
Gymnastic	**3/5**
Lore	**3/5**
Magical Expertise	**3/5**
Medical	**3/5**
Mental Discipline	**3/5**
Movement	**3/5**
Performance Art	**5/7**
Power Manip.	**3/5**
Science	**4/6**
Social	**4/6**
Spellcasting	
Base / Open	2/4
Ritual Magic	3/4
Closed	4/6
Arcane	9/12
Restricted	12/15
Subterfuge	**2/4**
Technical	**4/6**
Vocation	**3/5**

Burglar

Rolemaster Companion 1

Non Spell User

Prime requisites: Quickness · Agility

A non-spell user who believes he who travels lightest travels fastest and best. Similar to the normal thief but avoids armor entirely, dodging and ducking like a martial artist.

BASE LISTS

PROFESSIONAL SKILLS (15)

- Perception
- Adrenal Speed
- Contortions
- Climbing
- Swimming
- Stalking
- Locks
- Traps
- Adrenal Focus
- Acrobatics
- Jumping
- Running
- Acting
- Trickery
- Mechanics

SKILL DEVELOPMENT COSTS

Animal	**3/5**
Awareness	**1/3**
Battle Expertise	**3/5**
Body Discipline	**1/3**
Brawn	**3/5**
Combat Expertise	**3/5**
Combat Training	
Melee Weapons	3/4
Ranged Weapons	3/5
Shield	5/7
Unarmed	7/10
Composition	**3/4**
Crafting	**4/6**
Delving	**4/6**
Environmental	**3/5**
Gymnastic	**1/3**
Lore	**3/5**
Magical Expertise	**6/8**
Medical	**3/5**
Mental Discipline	**2/4**
Movement	**1/2**
Performance Art	**1/2**
Power Manip.	**3/5**
Science	**4/6**
Social	**2/4**
Spellcasting	
Base / Open	7/10
Ritual Magic	9/12
Closed	15/20
Arcane	15/20
Restricted	15/20
Subterfuge	**1/2**
Technical	**3/5**
Vocation	**2/4**

Conjuror

Rolemaster Companion 2

Pure Spell User · Essence

Prime requisites: Empathy · Reasoning

A pure spell user of Essence who specializes in the use of Magical Circles for summoning creatures and power — monsters, spirits, and demons — as well as casting Circles for a variety of other purposes.

BASE LISTS

- Demon Mastery
- Animal Ways
- Spirit Mastery
- Circles of Protection
- Circles of Power
- Circles of Summoning

PROFESSIONAL SKILLS (15)

Perception	Attunement
Runes	Creature Lore
Spell Lore	Grace
Meditation	Mental Focus
Directed Spell	Power Development
Power Projection	Base Spellcasting
Closed Spellcasting	Magical Ritual
Open Spellcasting	

SKILL DEVELOPMENT COSTS

Animal	**3/5**
Awareness	**2/4**
Battle Expertise	**6/8**
Body Discipline	**4/6**
Brawn	**6/8**
Combat Expertise	**6/8**
Combat Training	
Melee Weapons	5/7
Ranged Weapons	6/8
Shield	9/12
Unarmed	15/20
Composition	**3/5**
Crafting	**3/5**
Delving	**1/3**
Environmental	**3/5**
Gymnastic	**6/8**
Lore	**1/3**
Magical Expertise	**1/2**
Medical	**4/6**
Mental Discipline	**1/2**
Movement	**5/7**
Performance Art	**4/6**
Power Manip.	**1/2**
Science	**1/2**
Social	**4/6**
Spellcasting	
Base / Open	1/3
Ritual Magic	2/3
Closed	3/4
Arcane	6/8
Restricted	7/10
Subterfuge	**5/7**
Technical	**3/5**
Vocation	**4/6**

Dervish

Rolemaster Companion 2

Semi Spell User · Channeling

Prime requisites: Intuition · Agility

A semi-spell user of Arms and Channeling who channels power through ritualized dances of power. A true fanatic.

BASE LISTS

- Fascination Dances
- Travelling Dances
- Teledance
- Deadly Dances
- Changing Dances
- Communing Dances

PROFESSIONAL SKILLS (15)

Adrenal Focus	Adrenal Speed
Body Development	Footwork
Multiple Attacks	Melee Weapons
Unarmed	Acrobatics
Jumping	Meditation
Running	Acting
Music	Power Development
Magical Ritual	

SKILL DEVELOPMENT COSTS

Animal	**4/6**
Awareness	**3/4**
Battle Expertise	**6/8**
Body Discipline	**2/3**
Brawn	**3/5**
Combat Expertise	**3/5**
Combat Training	
Melee Weapons	3/4
Ranged Weapons	3/5
Shield	5/7
Unarmed	7/10
Composition	**3/4**
Crafting	**5/7**
Delving	**3/5**
Environmental	**4/6**
Gymnastic	**3/4**
Lore	**3/4**
Magical Expertise	**3/5**
Medical	**4/6**
Mental Discipline	**3/4**
Movement	**2/4**
Performance Art	**1/3**
Power Manip.	**3/5**
Science	**5/7**
Social	**2/3**
Spellcasting	
Base / Open	2/3
Ritual Magic	2/4
Closed	3/5
Arcane	7/10
Restricted	9/12
Subterfuge	**4/6**
Technical	**5/7**
Vocation	**4/6**

Forcemage

Rolemaster Companion 5

Pure Spell User · Essence

Prime requisites: Empathy · Reasoning

Variant: Variant of Magician

A pure spell-user of Essence whose powers operate on a more primal level than those of the Magician. He possesses a deep understanding of the natural forces that surround all things.

BASE LISTS

- Force Law
- Force Master
- Gravity Law
- Magnetic Law
- Shockwaves

PROFESSIONAL SKILLS (15)

Perception	Attunement
Materials Lore	Spell Lore
Grace	Spell Trickery
Meditation	Mental Focus
Directed Spell	Power Development
Power Projection	Base Spellcasting
Closed Spellcasting	Magical Ritual
Open Spellcasting	

SKILL DEVELOPMENT COSTS

Animal	**4/6**
Awareness	**2/4**
Battle Expertise	**7/10**
Body Discipline	**4/6**
Brawn	**5/7**
Combat Expertise	**5/7**
Combat Training	
Melee Weapons	5/7
Ranged Weapons	6/8
Shield	9/12
Unarmed	15/20
Composition	**4/6**
Crafting	**5/7**
Delving	**3/5**
Environmental	**3/5**
Gymnastic	**4/6**
Lore	**1/2**
Magical Expertise	**1/2**
Medical	**4/6**
Mental Discipline	**2/4**
Movement	**3/5**
Performance Art	**4/6**
Power Manip.	**1/2**
Science	**1/2**
Social	**3/5**
Spellcasting	
Base / Open	1/2
Ritual Magic	1/3
Closed	2/4
Arcane	5/7
Restricted	6/8
Subterfuge	**4/6**
Technical	**3/5**
Vocation	**4/6**

Monastic

Oriental Companion

Pure Spell User · Channeling

Prime requisites: Empathy · Intuition

A Cleric variant who tends to his flock within temple walls. Scholar and orator preferring pastoral peace over martial glory.

BASE LISTS

- Sanction
- Holy Knowledge
- Haven
- Communal Ways
- Life Mastery
- Channels

PROFESSIONAL SKILLS (15)

Attunement	Religion/Philosophy
Spell Lore	Grace
Medicine	Meditation
Channeling	Power Development
Astronomy	Influence
Leadership	Base Spellcasting
Closed Spellcasting	Magical Ritual
Open Spellcasting	

SKILL DEVELOPMENT COSTS

Animal	**3/4**
Awareness	**3/5**
Battle Expertise	**7/10**
Body Discipline	**6/8**
Brawn	**5/7**
Combat Expertise	**7/10**
Combat Training	
Melee Weapons	6/8
Ranged Weapons	7/10
Shield	12/15
Unarmed	15/20
Composition	**3/4**
Crafting	**2/4**
Delving	**3/4**
Environmental	**3/4**
Gymnastic	**5/7**
Lore	**1/3**
Magical Expertise	**4/6**
Medical	**3/4**
Mental Discipline	**3/4**
Movement	**2/4**
Performance Art	**2/4**
Power Manip.	**1/3**
Science	**4/6**
Social	**1/2**
Spellcasting	
Base / Open	1/2
Ritual Magic	1/3
Closed	2/4
Arcane	5/7
Restricted	6/8
Subterfuge	**3/5**
Technical	**3/5**
Vocation	**3/4**

Necromancer · DeathMage

Rolemaster Companion 2

Hybrid Spell User · Channeling / Essence

Prime requisites: Empathy · Intuition

Also known as a Death Mage, the Necromancer gains his power through the summoning, communing with, and control of the dead.

BASE LISTS

- Summon Dead
- Death Mastery
- Undead Mastery
- Commune
- Animate Dead
- Dark Law

PROFESSIONAL SKILLS (15)

Perception	Attunement
Runes	Creature Lore
Religion/Philosophy	Spell Lore
Poison Mastery	Meditation
Mental Focus	Channeling
Directed Spell	Power Development
Power Projection	Magical Ritual
Stalking	

SKILL DEVELOPMENT COSTS

Animal	**6/8**
Awareness	**3/4**
Battle Expertise	**6/8**
Body Discipline	**4/6**
Brawn	**5/7**
Combat Expertise	**6/8**
Combat Training	
Melee Weapons	5/7
Ranged Weapons	6/8
Shield	9/12
Unarmed	15/20
Composition	**4/6**
Crafting	**3/4**
Delving	**3/5**
Environmental	**5/7**
Gymnastic	**6/8**
Lore	**1/3**
Magical Expertise	**1/2**
Medical	**5/7**
Mental Discipline	**1/2**
Movement	**4/6**
Performance Art	**5/7**
Power Manip.	**1/2**
Science	**1/2**
Social	**4/6**
Spellcasting	
Base / Open	1/2
Ritual Magic	1/3
Closed	2/4
Arcane	5/7
Restricted	6/8
Subterfuge	**3/5**
Technical	**3/5**
Vocation	**4/6**

Scholar

Rolemaster Companion 2

Non Spell User

Prime requisites: Intuition · Reasoning

A non-spell user who specializes in the learning, organizing, and disseminating of knowledge. Usually found in the libraries of more advanced cultures, though sometimes seen wandering the countryside seeking knowledge and wisdom.

BASE LISTS

PROFESSIONAL SKILLS (15)

- Writing
- Historic Lore
- Materials Lore
- Region Lore
- Spell Lore
- Mental Focus
- Astronomy
- Mathematics
- Creature Lore
- Language
- Racial Lore
- Religion/Philosophy
- Medicine
- Architecture
- Engineering

SKILL DEVELOPMENT COSTS

Animal	**3/5**
Awareness	**1/3**
Battle Expertise	**5/7**
Body Discipline	**4/6**
Brawn	**4/6**
Combat Expertise	**4/6**
Combat Training	
Melee Weapons	5/7
Ranged Weapons	6/8
Shield	9/12
Unarmed	15/20
Composition	**1/3**
Crafting	**3/4**
Delving	**3/5**
Environmental	**3/4**
Gymnastic	**4/6**
Lore	**1/2**
Magical Expertise	**4/6**
Medical	**2/3**
Mental Discipline	**1/3**
Movement	**4/6**
Performance Art	**2/4**
Power Manip.	**5/7**
Science	**1/2**
Social	**2/3**
Spellcasting	
Base / Open	5/7
Ritual Magic	6/8
Closed	9/12
Arcane	15/20
Restricted	15/20
Subterfuge	**3/5**
Technical	**1/3**
Vocation	**1/2**

Warlock · ChaosMage

Rolemaster Companion 2

Hybrid Spell User · Channeling / Mentalism

Prime requisites: Intuition · Presence

A renegade Witch whose chaos powers rival the Sorcerer's. Hybrid spell user of Channeling and Mentalism. Prime requisites: Intuition and Presence.

BASE LISTS

- Changeling
- Evil Eye
- Scrying Guard
- Doom's Law
- Revenging Law
- Visions of Doom

PROFESSIONAL SKILLS (15)

Attunement	Runes
Spell Lore	Grace
Spell Trickery	Poison Mastery
Mental Focus	Power Development
Power Projection	Influence
Leadership	Base Spellcasting
Closed Spellcasting	Magical Ritual
Open Spellcasting	

SKILL DEVELOPMENT COSTS

Animal	**5/7**
Awareness	**3/4**
Battle Expertise	**5/7**
Body Discipline	**4/6**
Brawn	**5/7**
Combat Expertise	**6/8**
Combat Training	
Melee Weapons	7/10
Ranged Weapons	9/12
Shield	15/20
Unarmed	15/20
Composition	**4/6**
Crafting	**4/6**
Delving	**3/5**
Environmental	**4/6**
Gymnastic	**5/7**
Lore	**2/3**
Magical Expertise	**1/2**
Medical	**4/6**
Mental Discipline	**1/2**
Movement	**4/6**
Performance Art	**4/6**
Power Manip.	**1/2**
Science	**1/2**
Social	**3/5**
Spellcasting	
Base / Open	1/2
Ritual Magic	1/3
Closed	2/4
Arcane	5/7
Restricted	6/8
Subterfuge	**3/5**
Technical	**3/4**
Vocation	**3/5**

Warrior Mage

Rolemaster Companion 2

Semi Spell User · Essence

Prime requisites: Strength · Empathy

Variant: Arms / Mentalism — Strength and Presence

Combines Arms and Essence as a semi-spell user. Magical ability augments formidable weapons combat.

BASE LISTS

- Elemental Ways
- Mind's Touch
- Highriding
- Sense Enhancement
- Combat Enhancement
- Movement Enhancement

PROFESSIONAL SKILLS (15)

Perception	Tracking
Body Development	Fortitude
Footwork	Melee Weapons
Ranged Weapons	Navigation
Creature Lore	Spell Trickery
Meditation	Mental Focus
Climbing	Directed Spell
Power Development	

SKILL DEVELOPMENT COSTS

Animal	**3/4**
Awareness	**2/4**
Battle Expertise	**3/4**
Body Discipline	**3/4**
Brawn	**2/4**
Combat Expertise	**3/5**
Combat Training	
Melee Weapons	2/4
Ranged Weapons	3/4
Shield	4/6
Unarmed	6/8
Composition	**4/6**
Crafting	**4/6**
Delving	**3/5**
Environmental	**3/5**
Gymnastic	**4/6**
Lore	**3/5**
Magical Expertise	**2/4**
Medical	**4/6**
Mental Discipline	**2/4**
Movement	**3/4**
Performance Art	**4/6**
Power Manip.	**2/4**
Science	**4/6**
Social	**3/5**
Spellcasting	
Base / Open	2/4
Ritual Magic	3/4
Closed	4/6
Arcane	9/12
Restricted	12/15
Subterfuge	**3/5**
Technical	**4/6**
Vocation	**3/5**

Witch

Rolemaster Companion 2

Hybrid Spell User · Channeling / Essence

Prime requisites: Intuition · Empathy

The Witch is a hybrid spell user who combines the realms of Channeling and Essence through allegiance to one or more deities and/or demons. Not well versed in dealings with the normal run of folk, the Witch is usually a veritable recluse, adventuring abroad only with definite goals in mind.

BASE LISTS

- Conjuring Ways
- Natures Mastery
- Candle Magic
- Glamours
- Earth Mastery
- Potion Magic

PROFESSIONAL SKILLS (15)

Attunement	Survival
Spell Lore	Grace
Spell Trickery	Herbalism
Poison Mastery	Directed Spell
Power Development	Power Projection
Base Spellcasting	Closed Spellcasting
Magical Ritual	Open Spellcasting
Traps	

SKILL DEVELOPMENT COSTS

Animal	**2/4**
Awareness	**3/5**
Battle Expertise	**6/8**
Body Discipline	**4/6**
Brawn	**6/8**
Combat Expertise	**6/8**
Combat Training	
Melee Weapons	5/7
Ranged Weapons	6/8
Shield	9/12
Unarmed	15/20
Composition	**4/6**
Crafting	**3/5**
Delving	**2/4**
Environmental	**3/5**
Gymnastic	**6/8**
Lore	**1/3**
Magical Expertise	**1/3**
Medical	**3/4**
Mental Discipline	**2/3**
Movement	**3/5**
Performance Art	**3/5**
Power Manip.	**2/3**
Science	**2/4**
Social	**5/7**
Spellcasting	
Base / Open	1/3
Ritual Magic	2/3
Closed	3/4
Arcane	6/8
Restricted	7/10
Subterfuge	**3/4**
Technical	**4/6**
Vocation	**4/6**